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KICKING SHUTTLECOCK

BEATING STICKS

[p. 4 (L)]

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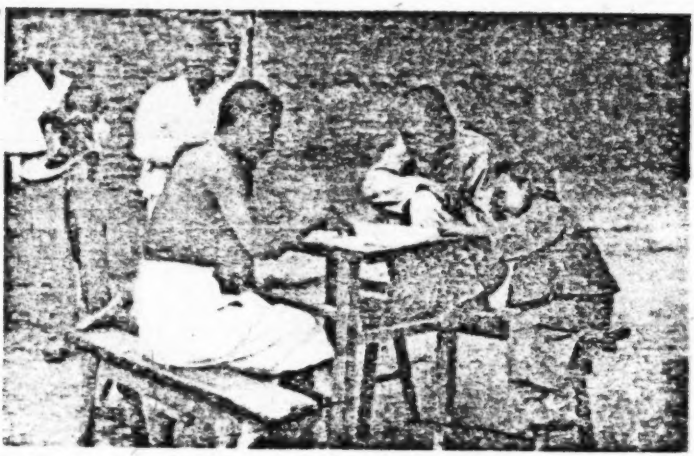
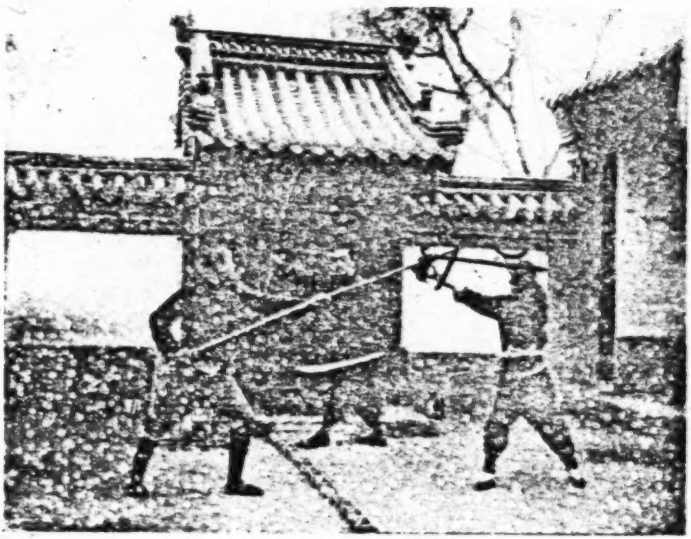


ROADSIDE CHESS GAME

535



SWORD DANCERS

[p. 4(0)]

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TOP SPINNING

weight was usually several cash coins. The kicking was generally done with the side of the foot, but as the routine was extended and variations added the heel, toe, and instep were all used. Sometimes it was a group game with the shuttlecock kicked from one player to another, sometimes a contest between two players, sometimes simply individual practice and exercise.

Swinging on a rope swing fastened to a high wooden frame was very popular with both men and women. Bouncing balls and spinning tops were reported as women's recreation.

Board games were popular in the summertime. Figure 26 shows three different kinds of boards. Sometimes these are drawn on the ground and the pieces used are small stones picked up nearby. Sometimes the

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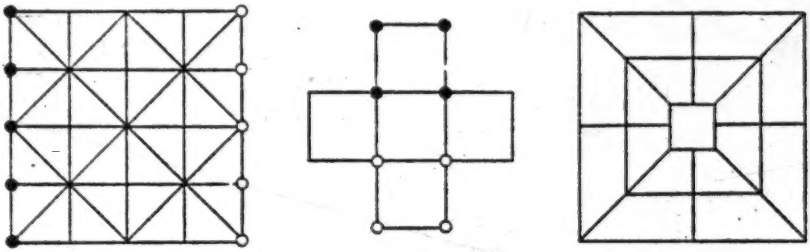

FIGURE 26. GAME BOARDS

boards are printed pieces of paper unfolded and put on a table at a tea shop or elsewhere, the men colored pieces of wood or stone.

Game number one, called sandwich and carrying pole, starts with five men lined up for each side. Moves are made one step at a time in either a vertical, diagonal, or horizontal direction. When a man is "surrounded" by two from the other side, he is removed from the board and replaced with one of his opponent's men. The game goes on until all the men of one side have been taken.

Game number two, called chicken feathers and garlic skin, starts with four men on each side. Ordinarily they are moved one step at a time but if it is possible to make four steps and land on an opponent's man that man is taken from the board. In making the four moves they must be counted "chicken, feathers, garlic, skin". The game ends when all the men of one side have been taken.

Game number three, called move into line, is apparently the same as the British game of Nine Man's Morris. Each player has twelve men and puts them on the board in turn. If a player can get three in a row he stops his opponent from entering one of his men. When all the men are on the board, less any that have been stopped, the players move in turn, trying to get three men in a row and the right to remove one of the opposition's men. The game continues until all the men of one side have been taken. In case all 24 men are entered without any stops each player removes one man to make a space into which to move.

273 277 Wine and tobacco were prominent items in the Ting Hsien recreation budget even though the average family expenditure for them was not large. In our family budgets (see Chapter V), the average expenditure was $1.02 per family for wine and $1.18 for tobacco.

277 The local tobacco crop was estimated to be some 210,000 catties. The

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dried leaf prepared for smoking cost from 20 to 25 cents per catty. Cigarettes were priced from 5.5 to 6.0 cents per box of 10. The wholesaler who handled all the cigarettes for Ting Hsien reported the monthly consumption as some five million cigarettes and the annual expenditure as some $200,000. This would be an average of some fifty cents per capita, a very much higher figure than the 6.5 cents per capita of our family budget study.

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Date wine cost 16 cents, "tea" (white) wine 25 cents, and yellow wine more than 40 cents a catty. Bottled native wines were priced at more than 30 cents per bottle. The home industry report gives the family wine production as 35,000 catties of date wine and 106,670 catties of white or tea wine. The prices were given as 10 and 15 cents per catty.

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Opium was used by only a very few families. Its cost was some $4.00 to $5.00 per ounce. The average user was said to spend from $7.00 to $8.00 per month.

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Children, both boys and girls, had a large number of individual, team, and group games. Kites were flown by some of the boys, generally about the time of the Spring Festival. Hop-scotch and jacks, with the jack stones and "ball" made of stone or brick, were popular with the girls.

Small children, standing in a circle, played drop the handkerchief, the cat catching the mouse, the hawk chasing the sparrow. In a variation of this type of game the runner, if he is caught, is made to kneel down and kotow three times to the sun. If there were as many as 14 in the group the game might be "Eagle and Bird". One eagle and four birds are chosen. The others make three "nests" (circles), in which a "bird" can rest. The bird left outside the nest is pursued by the eagle. When tired or about to be caught a "bird" can run into any one of the nests. The "bird" then in the nest must run out immediately to be pursued by the eagle. When the eagle catches a "bird" the game is stopped and as punishment the "bird" is asked to bow to the eagle.

Sometimes the game is for a blindfolded hunter to chase a hare inside a circle. When the hunter says "one" the hare must say "two" so the hunter may locate him. In a similar game the blindfolded player is required to catch the player who has come up on tiptoe and touched or hit him. In another game a blindfolded player is required to recognize the other players from sounds they make and from the description given him of what they are doing, the gestures they are making.

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524 Beating the Sticks was a group game popular in the autumn and winter. Each player had a stick from one to two feet long. These were lined up on the ground in front of a cross drawn some five or six feet from a long straight line. The first player, standing behind the cross, threw his stick at the other sticks in turn, trying to knock them across the line before his stick went over. After the player had thrown at each of the sticks, any that had not been knocked over the line were brought back and lined up on the level of the stick nearest the cross. The player continued throwing until he had knocked all the sticks across the line or until his stick went over.

For counting out, the players are seated so their feet can be counted. The counter uses a rhyme similar to eenie, meenie, minie, mo. The translation of one such rhyme, but without the accent and rhyme of the original, is:

"You have one, I have one, when we meet we bow
You have two, I have two, there is grain in the unopened kaoliang
You have three, I have three, when we weave we throw the shuttle
You have four, I have four, when you eat the fish take out the bones
You have gone over five passes, I have gone over five passes,[1] use the dipper to take out the rice
You have six, I have six, we'll eat bread with meat."

The foot counted at the end of the rhyme is taken back. The first player with both feet counted out is the Big Officer. The next one is the Little Officer. The last one to be counted out is to be punished. The counter inquires of the Big and Little Officers how many eggs they would like to eat. The sum of their replies determines the number of blows the counter is to give the last man counted out.

Hide and seek is played by equal teams. All the seekers but one go out to hunt for those who have hidden. The one who stays behind is to protect home base, for a player who is found must be tagged before he gets back to home base. If he gets "home" without being tagged his side wins.

"Button, button, who has the button" is called "Guessing the Bean". The "bean" is a small piece of brick that the juggler leaves as he shakes hands with the players, who stand in a row with their hands tucked in

1. Kuan Yü had to fight his way through five passes.

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their sleeves. If the bean guesser guesses correctly he becomes the juggler. If he fails he continues as the guesser.

A "Neighing Horse" is usually played on a moonlit night. The player who is the horse must neigh continuously as he stands near the peg or the corner of the wall that is home base. He tries, while neighing, to catch some of the other players. If he succeeds the caught player must run home. On the way he can be beaten by the other players. Then he must kotow to the moon. If the horse runs out of breath and stops his neighing he must run home and the other players can beat him as he runs.

In "A Crying Bird" a clever player from one side tries to make his opponents laugh by his strange cries and actions. In "Running on the Rope" a player tries to break through the line of players who stand with their arms linked together. In "Shooting An Arrow" a strong player tries to catch a named player on the other side.

A singing game is "Carrying the Singing Official". The official is carried in a rough sedan chair made from two poles. His servant walks by his side and carries a teapot and kettle. Four carriers carry the chair. The official sings first, the servant and carriers follow his lead. In a more acrobatic version the official stands on the two poles or sits on one and must stay on no matter how the carriers move. At the same time he must sing and make dancing gestures.

For a literate group the game may be to find Ts'ao Ts'ao, the traitor of the Three Kingdoms. The names of eight famous characters of that time —Liu Pei, Chu-ko Liang, Chang Fei, Kuan Yü, Chao Yun, Ma Ch'ao, Huang Chung, Ts'ao Ts'ao—are written on separate pieces of paper, mixed together, and drawn by the eight players. The one who draws Chu-ko Liang can order the generals Chao Yun or Chang Fei to guess which one of the players is Ts'ao Ts'ao. If Ts'ao Ts'ao is found, Liu Pei, the Emperor, is asked by Chu-ko Liang, the premier, to give orders for the punishment of Ts'ao Ts'ao and to set the amount of his punishment, the number of blows to be given him. Chao Yun, Chang Fei, or any one of the others may be appointed to administer the punishment. If Chao Yun or Chang Fei fail to find Ts'ao Ts'ao they may be punished for failing in their duty.

8: Lin E-5 (1927)1928 AF12 North China AF12

465 431 Commutation of Gifts.—In China, festivals are important occasions, when edibles and other gifts are presented and exchanged. In the few years of its existence, the factory has made it a practice to present at various festival times to each worker 10 dumplings, ½ catty of "mid-Autumn cake," ¼ catty of dried plums, ½ catty of sugar, 10 cents for making "la-pa" porridge, a food to be taken on the eighth day of the last month in the year. Besides, the factory also presented to each worker two suits of clothing and a straw hat at festival times. All these gifts were commuted in March 1927 into an annual sum of nine dollars to be paid to each worker in monthly instalments at 75 cents.

While the seasonal gifts have been commuted into money, there remains, however, still the privilege of the workers having families to receive free salt from the factory. The husband and the wife are permitted to get every month one catty of refined salt each, free of charge, while all the other members of the family including the children get only half a catty each.

To those who do special work are given by the factory garments as well as head and foot wear. For instance, the watchman receives at the beginning of the winter season a felt hat, a fur coat and a pair of felt shoes. The dispatcher and the servant are each given a raincoat and a pair of water proof shoes.

466 Recreation.—Recreational activities of the workers in the factory consist of indoor and outdoor sports, new year entertainments, summer conference and modern plays. The expenses for all these activities are met by fines from unexcused absences, though the greater portion is contributed by the factory.

466 524 (1) A room next to the Workmen's Library is reserved for indoor games. There are ping-pong, chess, (such as "Wei" chess and "military" chess), and other articles of amusement. Chess games, both Chinese and foreign, are the most popular.

466 526 (2) Outdoor sports like the swing, the iron bar, the swing bridge, stone weights, etc. are very much liked by the workers. These apparatuses are installed in the courtyard of the work-